



**Richard Garriott**   
@RichardGarriott

You know... my original plan for "X", as in Ultima X, included location tracking, text messages, phone calls from characters like the Guardian, being sent to spy on each other, clandestine drops and pickups, etc. I still have the design docs.

Traducir Tweet

 **Martin Zehetmayer** @mzehetm · 22 ene.

En respuesta a @yulo\_tomorrow y @RichardGarriott

Is this the beginning of an Ultima themed GPS-based mobile game? Pretty please!

12:40 p. m. · 22 ene, 2021 de Manhattan, NY · Twitter for iPhone

4 Retweets 113 Me gusta

   

 **Vinnie Valerio** @vinnievalerio · 22 ene.

En respuesta a @RichardGarriott  
Oh, I'm a bit glad that didn't happen. I loved the Ultima games because they provided a world to inhabit that wasn't the one I was stuck in.

   

 **Richard Garriott**  @RichardGarriott · 22 ene.

Perhaps... I just wanted stuff to "spill back" or "follow you" back.

   

 **Vinnie Valerio** @vinnievalerio · 22 ene.

I recall all I really hoped for from X, after playing ascension, was to be able to play a game of similar scale but be able to let friends join as companions... I was enjoying UO but I wanted something with more narrative but still a share-able experience.

   

 **Vinnie Valerio** @vinnievalerio · 22 ene.

I should probably stress, not persistent.

   

 **Vinnie Valerio** @vinnievalerio · 22 ene.

Looping back to Ascension; that game messed me up a little because as a child I had reoccurring dreams about massive spikes piercing the planet and that it was my responsibility resolve it.

   

 **Glenn Brensinger** @PrinceZordar · 23 ene.

En respuesta a @RichardGarriott y @ultimadragons

I could swear, way back around Ultima 4 or 5, that you said Ultima X would be in virtual reality (something that was just a pipe dream in the 80's.) Making a game in "meatspace" where characters called or e-mailed you, that's kinda close to augmented reality I suppose.

   

 **Richard Garriott**  @RichardGarriott · 24 ene.

I think your right.

   

## Personas relevantes



**Richard Garriott**   
@RichardGarriott

Inventor, explorer, entrepreneur, astronaut, aquanaut & author of "Explore/Create". Check out my book & join me in Shroud of the Avatar! #LBSotA

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**Martin Zehetmayer** @mzehetm

Open Source. Linux. Devops culture. Rucking. OrnaRPG. Elite Dangerous. Ranting. Things like that. Private account.

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**yulo** @yulo\_tomorrow

Bethesda fan girl. Prey (2017)/Ultima /Fallout/Immersive Sims/detective games. I mainly draw Morgan Yu (Prey) and my Avatar (Ultima) that no one asked for.

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